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Issue 8 | September 2007

HGZine

Free Magazine For Handheld Gamers. Read it, Print it, Send it to your mates...

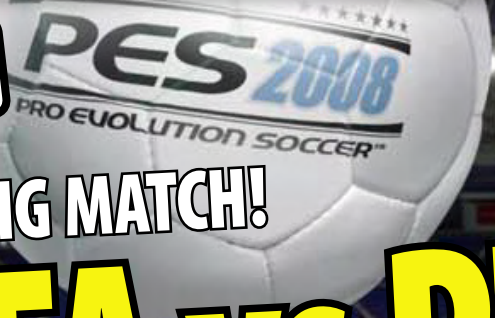


FIFA 08

THE BIG MATCH!

FIFA vs PES

Which game will lift the cup?



Drawn to Life

Exclusive review and interview inside!

PLUS
Go! PSP
All the new PSP
kit revealed

Sega Rally

A blast from the past?



LATEST INFO!



DS

World Snooker

Be the king of the baize



DS

The Legend of Spyro

Phew, what a scorcher!



PSP

Crazy Taxi

Sega's racer reviewed

PLUS!

News and reviews
of the latest
mobile games





Welcome to HGZine

As summer turns to autumn, the games industry ignores the cold and turns up the heat to max and releases all the stunning games you've been waiting all year for. The next couple of months promise to be the best ever for the DS and PSP, which is clearly shown by the stellar line-up we have for you this month.

Take a look over at the list of games on the right and you'll see some classic names: *Sega Rally*, *Donkey Kong*, *FIFA*, *Pro Evo*, *Silent Hill*, *Crazy Taxi*, *Sonic*... big names every one, and we've somehow managed to pack them all (and more besides) into this issue of HGZine for you.

On the subject of the mag, we're planning a few changes over the next few months and would love to hear from you if there's something you've always wanted to see. Just let us know.

Dean Mortlock, Editor
HGZine@gamerzines.com

READER FEEDBACK!
Click here to tell us what you think of the new issue!

MEET THE TEAM

They play games for a living. Envy them if you will



Gary Cutlack
Sonic is like catnip to Gary, which isn't worrying at all
PLAYING THIS MONTH: Sonic Rush Adventure



Kath Brice
Would you climb in a crazy taxi? Kath would, apparently.
PLAYING THIS MONTH: Crazy Taxi



Mark Walbank
Mark gets out with our mobile reviews.
PLAYING THIS MONTH: Drill Dozer (still!)



Chris Schilling
After playing *Juiced*, Chris 'Pimped' his ride. Chris drives a Mondeo.
PLAYING THIS MONTH: Juiced 2



Dave Harrison
Another month, another batch of aliens for Dave.
PLAYING THIS MONTH: Alien Syndrome



Mark Ramshaw
Games veteran Mark really hates the term 'games veteran'.
PLAYING THIS MONTH: Drawn to Life



Dave Perrett
Dave loves his PSP. In a slightly unnatural way, though.
PLAYING THIS MONTH: Dragonball Z (DS)

DON'T MISS!
This month's highlights



FIFA vs PES

IT'S ALL GOING TO KICK OFF

Previews of the games, plus expert half-time analysis
PAGE 15

Go!PSP

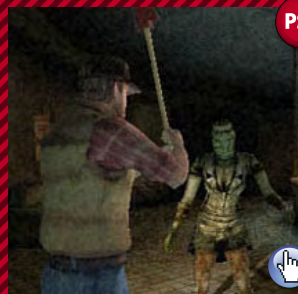
Your PSP is evolving P40



Sega Rally
The classic arcade game gets remade P28

Donkey Kong Jungle Climber

The king of the swingers P32



Silent Hill Origins
The developers speak P20



QUICK FINDER

Every game's just a click away!

SONY PSP

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Pro Evolution Soccer 2008
FIFA 08
Sega Rally
Alien vs Predator
Juiced 2
Silent Hill Origins
Worms: Open Warfare 2
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DS Reviews Roundup
MOBILE PHONE
News
Reviews



FOUR HEADS ARE BETTER THAN ONE



MONSTER HUNTING FOR ONE TO FOUR PLAYERS.



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PSP
PlayStation®Portable

Released into the wild 7th September



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PSP

SPIDER-MAN: FRIEND OR FOE

Publisher: Activision

Developer: Artificial Mind
& Movement

Heritage: Scooby-Doo!
Mystery Mayhem,
Monster House

Link: <http://spiderman-friend-or-foe.com>

ETA: 12th October

**PREVIEW
FEEDBACK!**
Click here to tell
us what you think
of *Spider-Man:
Friend or Foe*



Sadly, the Green Goblin is wearing his terrible outfit from the first film, rather than his traditional comic get-up

"You can unlock the Emo-tastic Black Suit Spidey"



"Spider-Pig, Spider-Pig..." Ah, sorry. Wrong film



Sandman will be our fighter of choice, thanks to his powerful area attacks



Iron Fist performs his special move. The game will allow you to team-up for combo moves which can take out multiple opponents at once



Spider-Man: Friend or Foe

LATEST NEWS

Meet Spidey's new best mates... Venom and the Green Goblin?

What's the story?

Peter Parker's evidently a bit bored of beating up the likes of Sandman and Doctor Octopus, so he decides to team up with his biggest enemies to destroy an all-new threat and save the world.

What do we know?

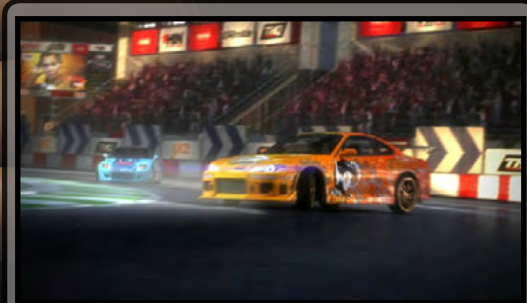
It's definitely an intriguing premise, that's for sure. First of all, you have to beat Spidey's nemeses, and then convert them to your cause in order to progress. While the gameplay seems to mainly consist of beating up rather generic robot villains, the idea of Spider-Man tag-teaming Doc Ock to whack a host of baddies is irresistible. Couple that with a co-op mode that allows a second player to join the action at any time, plus plenty of replay value through secret areas and unlockable characters, and you've got a recipe for portable success.

When do we get more?

Pretty damn soon. The official site (see the link in the info box) will be updated regularly before release, though that's not far off – it's out the second week of October.

Anything else to declare?

The usual collectables, secrets and mini-games, although you can also unlock the Emo-tastic Black Suit Spidey. There's more of a jokey style to it than the films, so expect plenty of gags about Venom's terrible halitosis. Lovely.



REPLAY THIS VIDEO

IT'S ALL ABOUT ...



THE EVENT



POWER



CONTROL



RISK



MODDING



SPEED

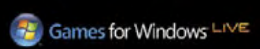


MUSIC

IT'S ALL ABOUT...

Juiced 2
HOT IMPORT NIGHTS

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PLAYSTATION 3



NINTENDO DS



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DS

WORLD
SNOOKER
CHAMPIONSHIP 2007

Publisher: Koch Media
Developer:
Blade Interactive
Heritage: World Snooker
Championship (PS2)
Link: N/A
ETA: 26th October

**PREVIEW
FEEDBACK!**
Click here to tell
us what you
think of *World
Championship
Snooker*

Using the top screen for a
bird's-eye view of the
table works really well

You get clear indicators to
show which direction the
two balls will go off in

**"The game has
all 10 official
tournaments
of the snooker
season"**

CARBON COPIES

See any familiar faces?

You get to play against a wide range of yer actual snooker professional in the game, including old hands like Steve Davis and more current champions, such as Ronnie O'Sullivan and John Higgins. The digitised version of the stars are (as you'd expect on the DS) far from perfect, but at least they are recognisable.

World Snooker Championship

Snooker for DS? It's right on cue...

**LATEST
NEWS**

What's the story?

Developed by Blade Interactive (who did the classic snooker games for Codemasters), *World Snooker Championship* on DS is an accurate (well, as is humanly possible on a Nintendo DS) version of the classic game.

What do we know?

As well the full Championship mode, you can also play mini challenges and there's an intuitive and detailed commentary by John Virgo, Steve Davis and John Parrott, too.

More than that though, the game has all 10 official tournaments of the snooker season, 20 bonus items to collect and a wide range of the finest professional players in the game. Controlling the game with the stylus is currently a bit twitchy, but we're sure that the control system will be refined before the game's release.

When do we get more?

We've had a preview version locked into our DS for some weeks now, and that's looking pretty complete to us, so we're pretty confident that Koch Media will be able to get the game done, dusted and into the shops for the end of October – and we'll have a full review next month.

Anything else to declare?

We particularly like the way that the game uses the two screens of the DS. So on the top one you get a bird's eye view of the table, while all the gameplay is done on the bottom one. While it's fair to say that the DS is hardly overrun with snooker games, it's also fair to say that even if it was then we're sure that *World Snooker Championship* would be one of the best from what we've seen.

Using the stylus to
direct your shot is tricky
but feels more intuitive

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NINTENDO DS



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DS

PAST IS BEST

A case for the defence

The opening scenes revolve around Phoenix's past. Here you get to play as his mentor, Maya Fey, in a flashback case that acts as a tutorial, but is far more in-depth and interesting than the openers in the original game and its sequel. It's just one of many ways that *Trials and Tribulations* raises the bar.

"Just enjoy shouting 'Objection!' into the DS microphone"

Ah, if only UK courtroom scenes were this dramatic...

This is someone that you definitely wouldn't want representing you in court

Atmey
...and introduce myself.
The name is Atmey...
Luke Atmey!

Andrews
Your... precious...
UUUUURNNN!!

We played the Japanese import, but the game was considerate enough to include an English language option

Cross Examination

— Me and The Victim —

Phoenix Wright: Ace Attorney 3 – Trials & Tribulations

LATEST NEWS

Everyone's favourite lawyer bows out in fine style

What's the story?

Capcom's third handheld lawyer-'em-up concludes the journey of Mr Phoenix Wright, with new 'ace attorney' Apollo Justice replacing the spiky-haired one in a DS-exclusive adventure next year. *Trials and Tribulations* is the last of the Japanese GBA games to be translated, marking the end of the trilogy.

What do we know?

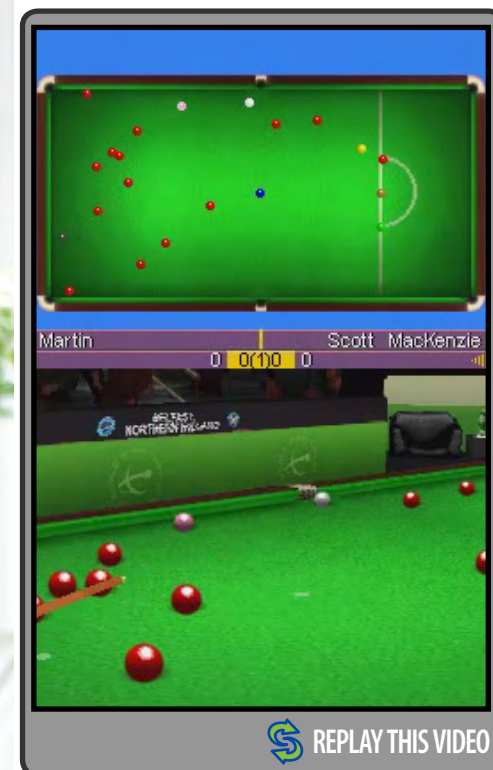
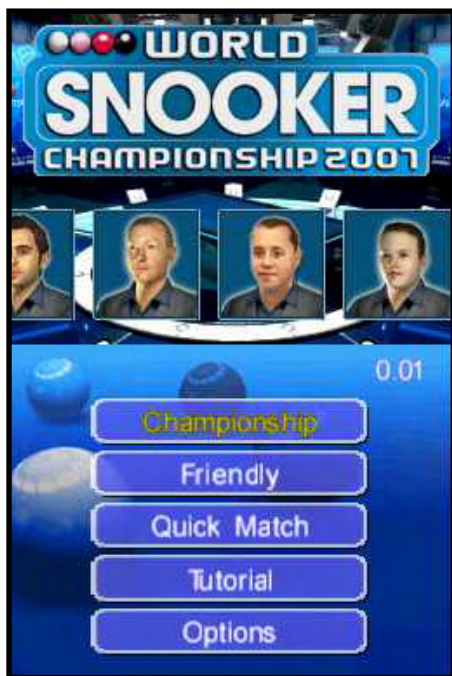
We've been playing the Japanese version (with built-in English translation, in case you were wondering) and we've just reached the final case. For *Phoenix* fans, this is the best in the series to date, with each 'turnabout' beating its equivalents both in the original and sequel (*Justice for All*) in every way. It's pacier, twistier, turnier, and has more laugh-out-loud moments and brilliant pop culture references crammed in than ever before, along with a couple of genuinely touching moments. Don't expect any changes in the gameplay mechanics – indeed, the Psyche-Locks from *JFA* make a return – just enjoy yelling "Objection!" into the DS mic, and prepare to shed a tear for some wonderful characters we may never see again (sniff).

When do we get more?

It's released Stateside in October, so with any luck we'll get it by Christmas. There's plenty of text to translate though, so it could slip into New Year.

Anything else to declare?

There's a new prosecutor named Godot, who's one of the best characters in the entire series. He drinks lots of coffee and has a mysterious secret – but fear not, spoiler-phobes, we're not about to give it away here. Also, expect the return of several familiar faces, including one surprise which might make you spit out your java in shock...



the perfect break
world snooker championship

NINTENDO DS

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PSP

Incoming

Coming soon to your handheld

Star Wars Battlefront: Renegade Squadron

Publisher: LucasArts

ETA: 12th October

Just look at that screenshot: Han Solo taking on Boba Fett in Tatooine. How can this possibly fail? This builds on the excellent third-person shooting found in the console versions, and allows Wi-Fi online play for up to 16 players. Awesome stuff.



Thrillville: Off The Rails

Publisher: LucasArts | ETA: 19th October

The original *Thrillville* was a fun, if slightly undernourished, theme park construction sim that was bolstered by a collection of entertainingly disposable mini-games. This sequel should build on the first game's promise with the addition of rides so wild they'll make your customers go 'WHOA!'. A lot.

Godzilla: Unleashed

Publisher: Atari | ETA: November

With 23 playable monsters, *Unleashed* should be a monster mash-up of epic proportions. Previous *Godzilla* game, *Destroy All Monsters Melee*, was a massively underrated brawler, and this should provide the same city-levelling fun.



Pac-Man Rally

Publisher: Namco-Bandai | ETA: 24th September

No game featuring *Katamari's* Prince Of All Cosmos as an unlockable racer can ever be entirely bad, and indeed *Pac-Man Rally* is a fairly entertaining and speedy little *Mario Kart* clone. With a four-player multiplayer mode and a host of other Namco characters, it's a disposable little diversion that's ideal for the younger player.



NBA Live 08

Publisher: EA Sports | ETA: 5th October

The portable version of *NBA Live 07* was superior to its home console cousins, thanks to its simpler controls which refined an otherwise overly-complex system. This year's iteration boasts improved AI and a smoother framerate, as well as a new World Championship mode.



Generation of Chaos

Publisher: Midas Interactive Entertainment | ETA: September

This strategy RPG comes from the experienced hands of Nippon Ichi – the folks behind the amazing *Disgaea* – so expect a game with great longevity and a steep learning curve. With battles between up to sixty characters and a side order of spying shenanigans, this is likely to be cherished by hardcore strategy fans.

ROUGH CUTS

More PSP games...

COMING
SOON

World Championship Poker 3 featuring Howard Lederer (21st September)... Jackass: The Game (28th September)... WipEout Pulse (28th September), Hard Rock Casino (26th October)... Pinball Hall of Fame: The Williams Collection (November)... Beowulf (November)... Medal of Honor: Heroes 2 (November)... International Cricket Captain 2007 (November)



DS

iNCOMING

Coming to a dualscreen near you!



Chibi Robo: Park Patrol

Publisher: Nintendo | ETA: 28 September

We've been playing around with the Japanese version of this, and can happily report that *Chibi's* DS adventure is just as good as the hugely underrated GameCube original. With vibrant 3D visuals and some excellent touchscreen controls, *Park Patrol* is a cute and charming treat for your DS.

Boogie

Publisher: EA | ETA: November

Roughly translated from the Wii original, *Boogie* promises to deliver all the fun of more traditional rhythm games, but with a load more mini-games, modes and unique 3D effects, too – the game will come packaged with special 3D glasses. If the DS version of the Wii gem is anywhere near as fun as the original, then this could well be a surprise hit this Christmas.



Mario & Sonic at the Olympic Games

Publisher: Sega | ETA: November

This is an iconic moment ladies and gentlemen, as this is the first time that the two rival gaming legends have appeared together in the same game. And what a game it promises to be, with various characters from both the gaming dynasties taking part in a series of gruelling events based on official venues of the Beijing 2008 Olympics. We'll have more next month.



ROUGH CUTS

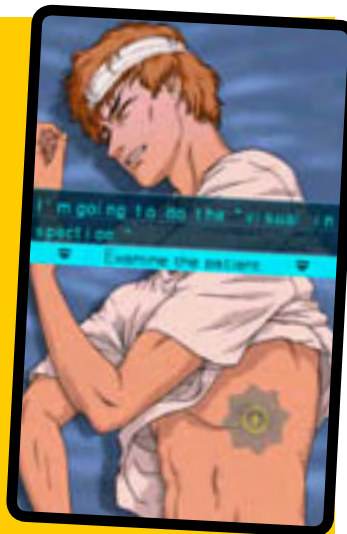
More DS games...



LifeSigns: Hospital Affairs

Publisher: JoWood Productions | ETA: September

Due any day now, JoWood's translation of Japanese game *Tendo Dokuta* is basically *Trauma Center* with added diagnosis. Spot the medical problem with each patient, and then get in there and operate on them. Looks decent, and makes good use of the DS's abilities, too.



Heroes of Mana

Publisher: Square-Enix | ETA: September

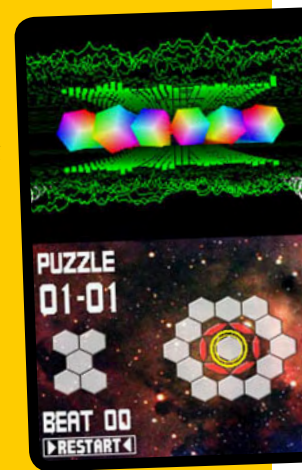
Heroes is quite unlike the previous games in the *Mana* series, being more about strategic battling than RPG levelling-up. Its real-time gameplay is a little slow-paced, but with some superb presentation and inspired stylus controls, this tactical adventure is sure to make plenty of fans.



Honeycomb Beat

Publisher: Konami | ETA: October

Hudson's undervalued puzzler finally reaches PAL shores in a month or so. It's a curious beast – its presentation is weak and the suggested synaesthesia element is missing in action (the techno soundtrack is very mutable, shall we say) – but it's quite astoundingly addictive.

COMING
SOON

ATV & Monster Trucks Compilation (28th September)... Ratatouille (28th September)... Sonic Rush Adventure (October)... River King: Mystic Valley (October)...
Scrabble 2007 New Edition (October)... GoPets (October)... Digimon World Dawn/Dusk (November)... Code Lyoko (November)

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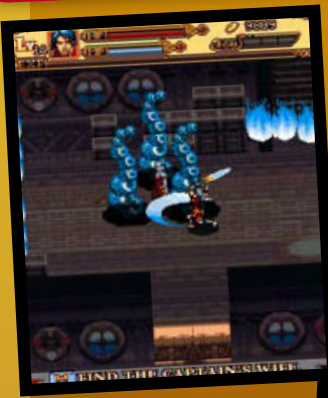
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MOBILE NEWS



Might & Magic II

Publisher: Gameloft | ETA: September

Gameloft is following up on its success with the original *Might & Magic* with this all-new adventure, that allows players to travel through 19 levels set in villages, cities, forests, glaciers and deserts. The non-linear quest sees hero Louis defeating demons to save a princess (no surprise there, then). But with graphics this radiant, mobile-friendly controls plus tons of customisation, we think this'll slay the current opposition.



Blades & Magic

Publisher: Player X | ETA: October

Alternatively, there's RPG behemoth *Blades & Magic*, which has been getting mobile gamers excited for over a year now. Due for release around October, it's by far the most ambitious RPG on handsets, with lush 3D visuals, whizzy cut-scenes, battles and animation, a 10,000 word storyline and 42 magic and warrior skills. It's already been shortlisted for an IMGA award, and if our playtest at the Leipzig Game Convention is anything to go by, it's going to be a stunner.



Shoe Shop

Publisher: King

ETA: September/October

In this surreal puzzler you play Al Bundy (no, not the one from the TV show *Married... With Children*), a shoe shop owner with a fussy clientele. The basic idea is to keep supply and demand running smoothly, so that if someone comes in and asks for red leather ankle boots in size 7 they're ready to go. The controls look very simple and there's something very – forgive us for sounding fetishist – charming about the premise.



Crystal Quest

Publisher: Hands-On Mobile | ETA: Q4 2007

Hands-On reckon the mobile edition of *Crystal Quest* offers 'a unique combination of therapeutic enjoyment and intense adrenaline-boiling action', which sounds like something you'd say to a lobster before killing it. In any case, *Crystal Quest* is a port of the fondly remembered Macintosh game from 1987 and one which has since won fans on both PalmPilot and Xbox Live. This spaceship crystal-collecting classic will be out before Christmas.

Pro Evolution Soccer 2008

Publisher: Konami | ETA: October

Now with the classic through-ball and feint-and-shoot moves, *Pro Evolution* on mobile is beginning to resemble the games we know and love on the consoles. While the graphics are understandably weaker, Konami want this to retain its simulation heritage, and player AI is said to be remarkable for a mobile title. Other features include 21 formations, 130 official teams, six game modes and five skill levels. Prepare to shout 'GOOOAL!' a lot when it's released in October.

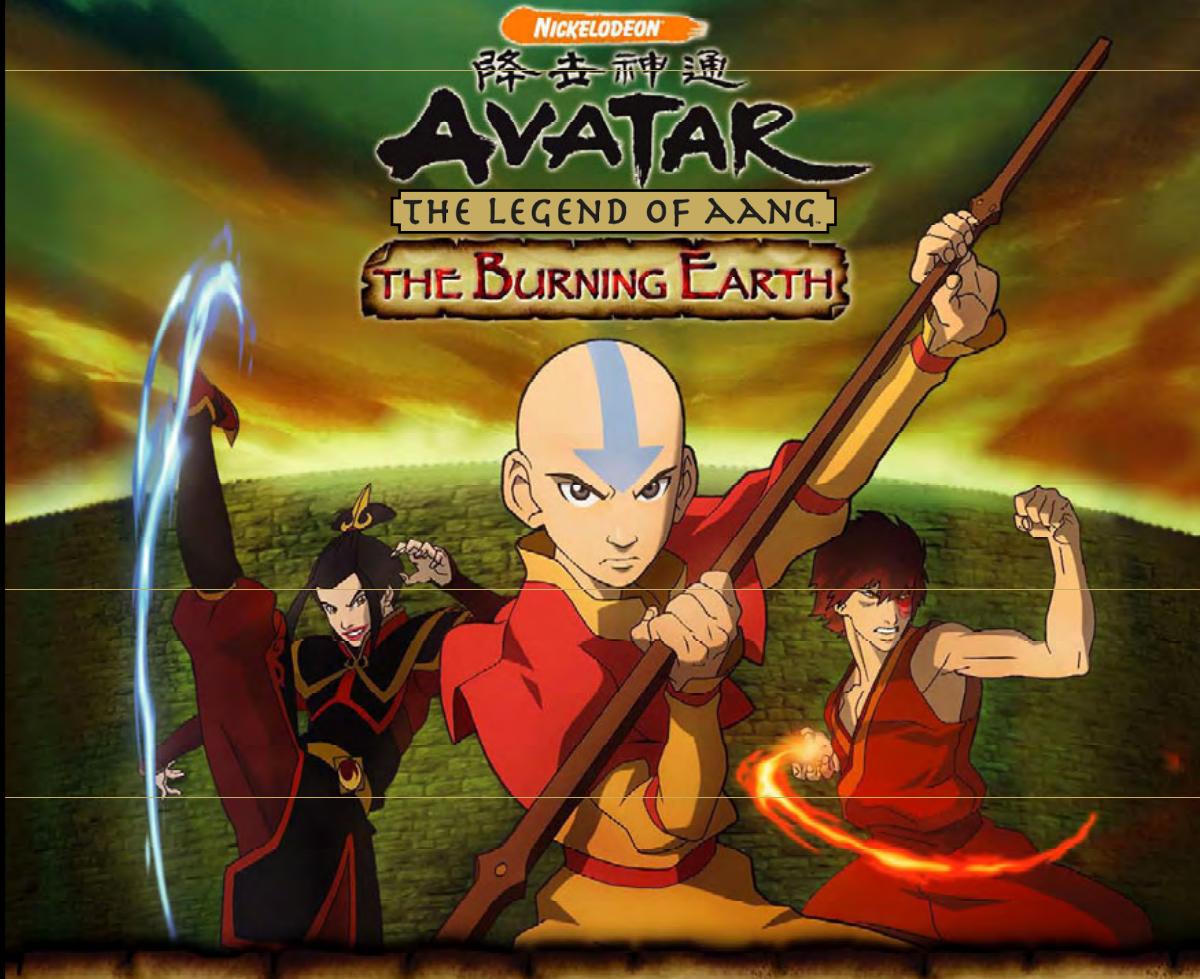


Afterworld

Publisher: Sony Pictures Europe | ETA: 2008

In a cross-media experiment, Sony Pictures is airing its brand new \$3m budget animated series, *Afterworld*, through MySpace. It involves lots of ARG-style interaction on the part of MySpacers – including online maps and quests. The mobile tie-in is due to be released sometime next year and is likely to encourage clandestine meetings in Starbucks coffee shops – at least the ones with WiFi hotspots.





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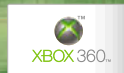
PlayStation²

NINTENDO DS[™]



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REPLAY THIS VIDEO





DS

PSP

FIFA 08

SPECIAL FEATURE: FIFA 08 vs PES 08

FIFA 08

Why this year's version could leave you over the moon, Brian

The combination of Rooney and Ronaldinho on FIFA's box art this year is quite a significant one. It suggests that EA has the belief that their game has everything it takes this year to be the premier football game – the raw passion and enthusiasm of old jug ears, and the showboating skills of the goofy Brazilian. FIFA's always talked a good game, but last year's version walked the walk too, providing a

**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
FIFA 08

PRO REVOLUTION

Fancy yourself as a Premier League star?

EA has included a brand new mode for this year's game. Called 'Be a Pro', it's an almost RPG-like experience, with you controlling one single player and learning to master all the disciplines that make a player great, before taking him through his professional career. If there's one new feature that makes FIFA 08 a Pro Evo-beater, then it could be this one.

The Be A Pro mode
promises to let you
lead the life of a
footy superstar
(WAGs not included)

serious rival to the quality of Konami's Pro Evolution Soccer franchise. And this year it's looking better than ever.

For starters, EA Sports has revamped the AI. No more sauntering through the middle of your opponent's defence unchallenged, as FIFA's AI players react more realistically to their rival's play, meaning that it should be trickier to get those simple goals.

Yet that's not to say that every game will be a bore draw, especially with the new shooting system that's been brought into play. While in the past it's been easier to score in FIFA games than Ronaldo on a night out, FIFA 07 made things considerably trickier.

This year, shooting will be tough to master, but a bit of practice will see you curling thirty-yarders into the top corner. This is all down to a ball-striking engine which processes a number of

variables to calculate the likelihood of hitting the back of the onion bag. A player's qualities are just one factor taken into consideration – so you're far better off passing to Didier Drogba than to Claude Makalele if both are free in the box. But with defender pressure and even the spin of the ball taken into consideration, you'll get the occasional shout of "Ee-aw" from the crowd as you sky one into Row Z.

We're due to get our hands on FIFA very soon, so check back next issue for our opinion on the finished game. ●

FIFA will provide the most authentic big match experience, but will its licenses be enough?

FIFA's atmosphere is unrivalled. Hopefully they can get the gameplay to match the visuals as well

Fully motion-captured animation means that players will move more realistically than ever

"FIFA's AI players now react more realistically to their rival's play"

Before you get too excited, these are Xbox 360 shots. Sadly EA hasn't released any pics of the DS and PSP versions yet

WHAT'S NEW

FIFA 08 has features galore...

- New, more dynamic AI with a unique 'Threat Map' system
- A more controlled, precise shooting engine
- Be A Pro single-player mode
- New 'building block' skill moves – combine moves to outwit opponents
- Interactive online leagues
- 20% more players and clubs than FIFA 07



DS

PSP

SPECIAL FEATURE: FIFA 08 vs PES 08

Pro Evolution Soccer 2008

At the end of the day, it's a game of two halves

It can't be denied that there's something very special about the *Pro Evo* games. The passing is crisp, the AI intelligent, and most importantly, it feels more like a real-life game of footy. The way the ball moves is key to the franchise's success, and its unparalleled physics have seen it lead the way for years.

It's the first time *Pro Evo* has had a year after its name, but it's not the most significant change. This year's biggest new feature is an adaptive artificial intelligence engine named Teamvision. This works slightly differently to *FIFA*'s new system, by reacting to your own

play and adapting strategies accordingly. So it appears that, as in real life, the key to success will be mixing it up a bit, and not just starting all your attacks by bombing down the right wing and delivering crosses to the near post.

Other than that, and the promise of radically improved off-the-ball movement, that's about it for big changes. But the beauty of the series is that it doesn't need to be altered too much. You could argue that another yearly instalment is unnecessary, but a slightly improved version of the best football game out there can never be a bad thing, right? ●

**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Pro Evo 2008

It's nice to have
the option to vary
your dead-ball
approach, but
there's no beating
a twenty-five yard
curler past the
dive of the keeper

FIFA BEATER

Deadly dead-ball delivery

While all the on-field play has been tinkered with, it's the corners and free-kicks which have seen the most radical improvements. There's a much wider range of options that allow you to make the most of your team's talents, so if you've got a tall striker, you can dink a ball to the back post, or have runners spinning off the defensive wall.

This year you have the
option to dive if you want.
Not sure why this shot
reminded us of that...



**"The beauty of the
series is that it
doesn't need to be
altered too much"**



Cristiano Ronaldo and
Michael Owen are the
game's figureheads, which
should ensure decent sales



This year's version has
more official licenses than
ever – *Pro Evo* is definitely
improving in that respect



Pro Evo has always been
good with the incidental
animations, so expect lots of
finger-waving at the referee

WHAT'S NEW

Quality, not quantity...

- All-new adaptive AI system, "Teamvision"
- Superior off-the-ball movement
- Enhanced player detail and animation
- Better set-pieces with full control of players and defensive walls



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SPECIAL FEATURE: FIFA 08 vs PES 08

DRIBBLING RIVALRY

The battle for the title of Best Football Game In The World continues...

Both franchises have been battling it out for some time now – even before *Pro Evo*, Konami's *International Superstar Soccer* series was seen as the premier console football game. Yet, it's not until recently that *Pro Evo* has sold anywhere near the numbers that *FIFA* has, and EA's game remains top dog, at least in terms of units shifted.

Basically, it's all about the official licenses, as regardless of the gameplay, most people would rather play as Manchester United than Man Red (or the oddly named Trad Bricks in earlier versions). In many ways, *PES* is the slowest word-of-mouth success ever, as its mechanics haven't drastically changed since the early games, but gradually more and more gamers have realised that it generally plays a better game of footy than *FIFA*.

EA's title has constantly relied on new gimmicks year after year,

most of which have failed. Indeed, it was only last year's game where EA basically abandoned all pretence of trying to provide a totally different experience – previously, *FIFA* had always seemed faster-paced and more arcadey. But *FIFA 07* effectively aped the *Pro Evo* games to such a degree that the two games seemed closer than ever in terms of overall quality.

Looking specifically at the handheld versions, there's little to choose between the two. *Pro Evo* still has the edge on both PSP and DS, but EA narrowed the gap last year. And with the new features in *FIFA 08* making its AI that much stronger, combined with the undeniable allure of all those official licenses, Konami have a real fight on their hands this year. Just as in the Premier League, the title race promises to be more interesting than ever...

Chris Schilling
"I've always preferred the *Pro Evo* series – the awful commentary and daft player names didn't matter, because it always played a flowing game of footy. But EA are catching up fast and Konami could be toppled this year."

Steve O'Rourke
"Choose life. Choose *Pro Evo*. Choose a ball that isn't attached to your foot. Choose players that don't skate like Torvill & Dean after six pints. Choose London FC over Chelsea. Choose gameplay over glitz. Choose substance over style. Choose taste over tacky."

Dean Mortlock
"I've adored *Pro Evo* since early games of *International Superstar Soccer* on the SNES, but even I have to admit that this year it's going to be closer than ever. *FIFA*'s gameplay is nearly as polished as its presentation, and that's bad news for *PES*."

Lee Hart
"It's become a cliché (because it's true) but *PES* somehow feels organic. Where *FIFA*'s players just seem to be following pre-set routines, *Pro Evo*'s little men appear to react on-the-hoof to instructions, making the game feel so much more realistic to me."

Gary Cutlack
"*FIFA*'s got so much better over the years, thanks mainly to the way it blatantly copies *Pro Evo*'s control system. Which means it now has *Pro Evo*'s great controls, coupled with *FIFA*'s easy, free-scoring, fun footballing. Don't fight it. *FIFA* will rule all."

Ian Morris
"As far as I'm concerned, *FIFA* wins hands down. I don't want a realistic simulation – if I was looking to really 'capture the essence of the game', I could just go outside and play the real thing. For pure arcade footy thrills, *FIFA* ticks all the boxes for me."





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INTERVIEW WITH**

BUNGIE



Silent Hill Origins

We sat down with William Oertel, the producer in charge of *Silent Hill Origins*, and asked him a few quick questions all about the scariest game ever to hit the PSP...



Converting a game like *Silent Hill* to a handheld console was never going to be easy, so we fired off a few questions to find out exactly how difficult a process it was.

What were the basics you had to have in *Origins* to make it feel like a *Silent Hill* game?

In the beginning, the initial design looked at a third-person view to try and bring the action up closer to the player. It was felt that this worked best for the PSP screen. Other than that, we always wanted to focus on the story, which was obviously essential, and also the visuals, which are always a highlight of *Silent Hill* games.

Have the original *Silent Hill* team been involved in the game's development at all?

We talked to them on and off, but the strongest link has been Akira Yamaoka, who has supplied 30 or so music tracks exclusively for the game.

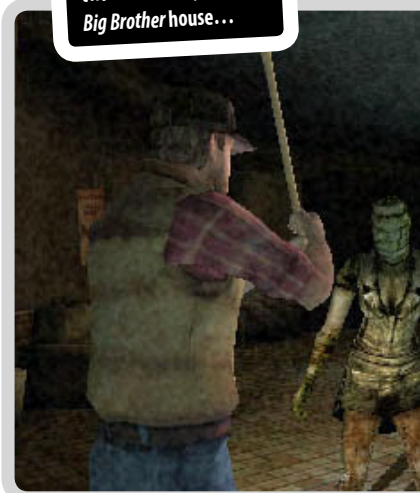
Where does *Silent Hill Origins* fit in the series' timeline?

It's a prequel to the first game by several years. It isn't set up to explain the history of the town of Silent Hill, though. The main character is there for a reason and plays a key role.

Atmosphere is an essential part of *Silent Hill* games. Was there a worry that this would be lost in a handheld version?

Yes, very much so. Certainly the smaller

Life was hard for the twins after they left the Big Brother house...



screen and the very dark playing environment meant there were worries that, when playing it on a bus or train, you may not get that sense of isolation you get when playing it at home. That said, when you're on the game and you're playing through headphones, then a portable device can give you isolation perhaps a TV can't.

How long will it take to play from start to finish?

First time through I think about 10-20 hours. And there are also loads of things to go back and unlock – some are funny, just like in past *Silent Hill* games.

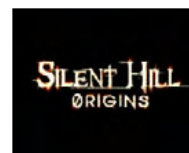
Is it a linear path through the game?

For the most part you go from the beginning to the end. There are branches in how you accomplish puzzles and move through a level, but it's definitely a progressive story for most of the game. ●

"*Silent Hill Origins* is a prequel to the first game by several years"



Detailed artwork illustrates levels and creatures you'll encounter



Publisher: Konami
Developer: Climax Studios
Heritage: Ghost Rider, Diner Dash
Link: www.konami-europe.com
ETA: October



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DS

HANDS ON

Sonic Rush Adventure

It's another return for the blue hero, and it's in proper 2D as God intended

2005's *Sonic Rush* was the dream Sonic game. It took the old 2D style that everyone loved and made it better. 3D was relegated to a supporting background role, while a whole new system of performing tricks to win boost – which made Sonic run even faster – took the game to a whole new level of Sega awesomeness.

Adventure?

Thankfully, the 'Adventure' bit of *Sonic Rush Adventure* seems to just mean that there's a map screen with a few islands on it for you to pick your level from. The game is still, thank baby Jesus, mentally fast platform racing with boost, rings, baddies and Sonic running fast, free and naked.

As ever, there's a diversionary bonus round. This year it takes the form of 3D water racing sections, where Sonic powers along trying to collect rings without smashing into islands,

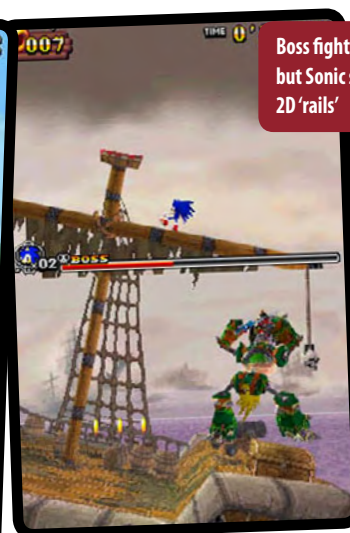
and keeping his ring-collecting bonus as he goes. You also race submarines and boats, plus there's a hovercraft to make whizz about with the stylus.

Waterworld

The water theme continues in the game's plot – if plot's the right word – which sees Sonic battling pirates and collecting treasure as he goes from island (level) to island (level). The treasure he gives to Tails, which just goes to show what an all-round nice guy Sonic is. The game's new bad guy is Captain Whisker – an angry-looking purple cat pirate, plus it looks like time-travelling supercat Blaze also returns from *Sonic Rush*.

But forget all that story nonsense, as *Sonic Rush Adventure* is more Sonic. More awesome 2D Sonic, with the same boost-earning stunt play that made the first *Sonic Rush* such a blast. This could (and should) be one of the DS's finest moments this winter. ●

Bonus time. In 3D. Party like it's 1992...



Boss fights look 3D, but Sonic stays on 2D 'rails'

17 extra lives! Sonic's as hard as ever...

"The game's new bad guy is Captain Whisker – an angry-looking purple cat pirate"



Blaze! She's rubbish, but gets a lot of air on jumps



It's not exactly a hardcore RPG

Sonic at the seaside.



PREVIEW
FEEDBACK!
Click here to tell us what you think of Sonic Rush Adventure

DS

HGZine



HOW COMPLETE?

95%

FIRST IMPRESSIONS

88%

Another potential winner for Sonic



DS

HANDS ON



Publisher: Vivendi

Developer: Amaze

Heritage: Lego Star Wars 2

(DS), Eragon

Link: www.

spyrothedragon.com/uk

ETA: 23 October

**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
The Legend
of Spyro

The Legend of Spyro: The Eternal Night

On a wing and a prayer, the heroic little dragon is back for another fire-fuelled adventure

Hard to believe, but it's almost a decade since the diminutive purple dragon coughed up his first fireball, in a game successful enough to spawn five sequels. Such a tireless schedule inevitably left Spyro a little fatigued, so last year publisher Vivendi opted to give the little guy what Hollywood lovingly refers to as a 'reboot', and what everyone else simply refers to as 'starting again from scratch'.

Happily the ploy worked, with *The Legend Of Spyro: A New Beginning* hailed as a DS gaming experience akin to stroking the bee's knees while wearing the cat's pyjamas. It's no surprise then to see a follow-up in the shape of *The Legend Of Spyro: The Eternal Night*.

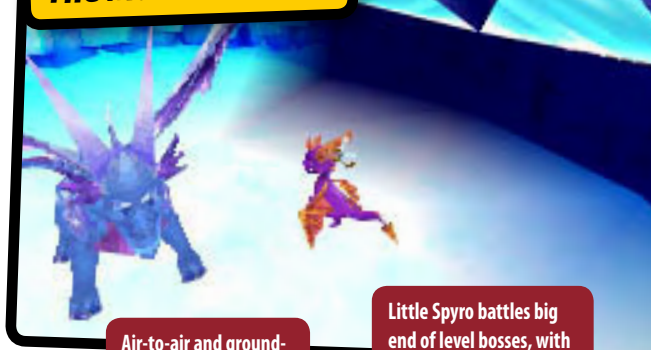
Vivendi would have us talk about how Spyro must continue the quest to uncover the immense power within himself, and to wax lyrical about a continuing saga that finds the Ape King ushering in a new age of darkness, but far cooler is the fact that the game

introduces a handy new feature that's called Dragon Time.

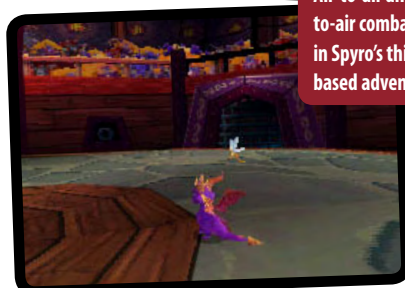
Dragon Time is to Spyro what Bullet Time was to Neo in *The Matrix*. Giving our hero the ability to bend time to his will, it becomes possible to dodge enemies and attacks, solve time-based puzzles, and generally fly around doing good while the bad guys move at a snail's pace. Spyro also has a range of new moves, while the game also throws new boss battles into the mix.

New features are always welcome, but what's equally reassuring with this sequel is what hasn't changed. Amaze is still the developer at the helm, and so the principle gameplay promises to be just as well handled. And reassuringly, both Gary Oldman and Elijah Wood lend their voice acting weight once more. ●

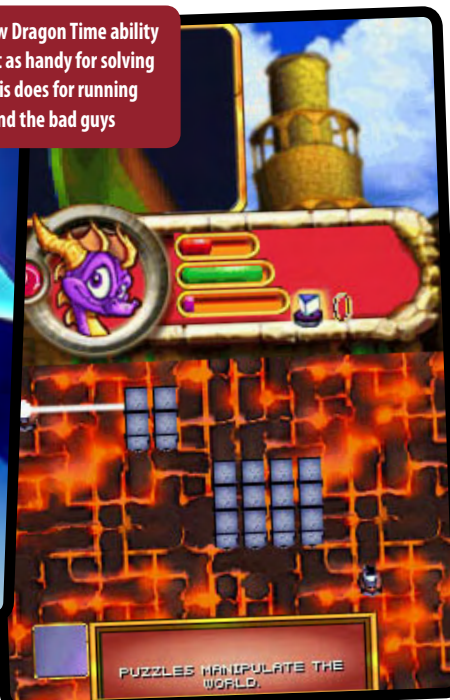
**"Dragon Time is to
Spyro what Bullet
Time was to Neo in
The Matrix"**



Air-to-air and ground-to-air combat abounds in Spyro's third DS-based adventure



Little Spyro battles big end of level bosses, with the aid of new elemental melee moves, plus four new 'fury' attacks



Spyro's new Dragon Time ability proves just as handy for solving puzzles at it does for running rings around the bad guys

PUZZLES MANIPULATE THE WORLD.

Roll over screen for annotations



HOW COMPLETE?

95%

Re-enter the dragon

FIRST IMPRESSIONS

80%

PCGZine

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PSP

HANDS ON

Aliens vs Predator

Everyone becomes the hunted when aliens collide...

Aliens vs. Predator... that's your clue right there. They're coming back to battle in cinemas this year in a new film, and clearly, by the fact these words and pictures exist here in this space, a PSP third-person action game is arriving at the same time.

The hunt is on

This piece of cross-promotional genius puts you in the role of the Predator. The ultimate hunting machine – second only to your mate Dave and his cunning knack of always tracking down a kebab at 3.45am. As Predator, you track down and destroy Aliens using the suited-up monster's range of sci-fi weaponry to wipe out the acid-blooded menace.

You will be able to call on the Predator's wrist computer – which is probably Bluetooth and no doubt also plays MP3s as well – to bring up his array of special equipment. Thermal vision will help you track down Aliens lurking in the no-doubt-very-dark corners of the game, cloaking technology is there to make stealthy takedowns much easier, and you have shoulder-mounted canons for just wildly shooting at blips on the radar, plus laser-tip mines for hilariously

taking off the legs of anything that stupidly follows you around for a while.

Monster mash

There's also going to be quite a bit of scaly-hand-to-scaly-hand combat in the game too, thanks to weapons like wrist blades making an appearance. And, luckily for us, a co-op multiplayer mode will let two players team up via local WiFi to fight to save one type of alienkind from destruction by another type of alienkind. We're not sure where the humans are while all this is happening. Probably cowering in wheelie bins until it's all over. ●

Either that's "Predator vision" or the graphics need work.



It's cosplay. There's just a small girl inside the suit



Yeah, that's just a boring old tunnel

PREVIEW FEEDBACK!
Click here to tell us what you think of Aliens vs Predator

"There's going to be quite a bit of scaly-hand-to-scaly-hand combat in the game"

This is what happens when you sneak in without paying



Predator tech warns you of local death threats

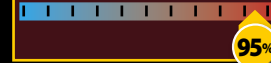


PSP

HGZine



HOW COMPLETE?



95%

FIRST IMPRESSIONS



80%

Done right, this could be an action-packed gem

DS

HANDS ON

MySims

And YourSims, and EverybodyElse'sSims. Believe us, this is going to be huge...

MySims is the latest variation on the well-worn Sims theme, but it's quite different from the original concept. For starters, while it embraces the extensive customisation that defined the first game, it's much more mission-based, and its looks are more akin to *Animal Crossing* with a hint of the Mii avatars from Nintendo's Wii.

While the DS version is inevitably streamlined from the content-rich Wii game, there's still plenty to do. The main goal of the game is to transform a rather run-down resort village into a beautiful utopia – attracting additional visitors to said hamlet to interact and play with. In that respect, it's similar to the later stages of several *Harvest Moon* games, but

without that initial hard slog to get through before new characters arrive. That's not to say that things will be plain sailing though – you'll be tasked with a number of missions on your quest, from nurturing the resident wildlife to creating new buildings.

Many of these tasks are accomplished by playing simple mini-games – you can fish by swirling your bait in the water with delicate stylus movements, and catching rare species is one way of creating outside interest in your village. Similarly, planting new trees can make the place much more attractive to potential tourists.

Fishing is more complex than it first appears – there are different tactics to attract each species

There are plenty of unlockable outfits and designs as you progress

"MySims is the latest variation on the well-worn Sims theme"

The top screen is mostly just used to show the time of day. As you can see, that classic green diamond motif is still present

To add variety, there are several mini-games included – including this racquetball one

The art style is cute, but thankfully not overly so

The game also allows you to transfer designs with your pals via wi-fi, and some mini-games should be available in multiplayer. There are also strong rumours that the DS version of *MySims* will link up to the Wii version, too.

If all this sounds a bit like *Animal Crossing: Wild World* at times then that's probably deliberate on EA's part. *MySims* is going to leave some hardcore gamers cold, but anyone who's enjoyed tending flowers and chatting to Tom Nook in Nintendo's portable masterpiece will find plenty to keep them occupied here. ●

DS

HGZine

MySims

HOW COMPLETE?

95%

FIRST IMPRESSIONS

90%

An Animal Crossing beater? Find out next month...



Juiced 2: Hot Import Nights

THQ's PSP racer is all tuned up and ready to go! We speak to the developers to find out what's under its bonnet



Race for pink slips in some of the finest cities in the world

While sister mag 360Zine went hands-on with the next-gen sequel to THQ's pimped-up 2005 racer, HGZine took a good look at the PSP version. We spoke to Phil Brown, the lead programmer on the PSP game, to get the full lowdown on this impressive-looking ride.

Has there been anything that's been particularly problematic to try and squeeze the whole game into the PSP?

Not really any major problems as such. The only real issues we faced were just through the hardware really – the 360's got lots of memory, and the PSP hasn't! Fitting it into a much smaller memory space and getting it to look and feel (and more importantly play) the same has been a real challenge, but we've managed to do it.

Have you worked alongside the 360 staff, and then figured out what you could and couldn't include from the home console versions of the game?

For the majority of development there has been two teams, but we've been mostly working in parallel to each



Graphically, Juiced 2 is up there with the best of them

other. The two games each have their own tracks and their own textures, but the actual code that drives it all is about ninety per cent identical.

So is it fair to say that the PSP game is a slightly trimmed-down version of the 360 game?

It's trimmed-down visually and we obviously can't have an avatar system, or at least not to the same degree as the 360 game, but we still have the same cars, the same decals. Obviously it's not the same number of polys involved, or the number of decal layers on the cars, but it is the same game. Fundamentally, the best way to describe it really is that if you were playing the 360 version, and your mate

"There is up to six player ad hoc and all the tracks and cars are available"

came along and said 'Oh, I own the PSP version', then you'd have absolutely no problem picking it up.

What can you tell us about the multiplayer aspect of the game?

It's up to six players on ad hoc – that's to say, we basically have single-player races, team races, team challenge races, and all the tracks and cars from the game are fully accessible.

Finally, what's been the biggest step up from Juiced Eliminator to this version?

I would have to say that the biggest jump has been in looks. We used the exact same dataset as the PS2 version of *Hot Import Nights*, so in terms of rendering, it just looks brilliant.



Publisher: THQ

Developer: Juice Games

Heritage: Juiced: Eliminator

Link: www.juiced2hin.com

ETA: 12th October



PSP

HANDS ON

Sega Rally

A driving classic gets a respray and full restoration

Updating a classic arcade game is often fraught with danger, as what was genius 10-15 years ago is often translated into something that's clearly failed to keep up with the times. Thankfully for Sega though, that's a criticism that we don't think will be levelled at *Sega Rally*.

Taking the super-smooth handling of the original arcade game and bolstering it with a wide range of tracks (which are neatly split up into eight different environments), a much greater selection of cars and some original features, and the signs are extremely positive indeed.

Sega is making much of the game's basic course 'Deformation'. What this basically means is that the more the

Sega has done itself proud with the cars' handling, as it's spot-on



The slippery Alpine courses will really test your nerves

There are some modern rally cars in the game, alongside classic rides from the original



"As you'd hope from a driving game, there's also a range of online gameplay options"

courses are driven on, the more surface damage will appear. Tracks show up on the snow on the Alpine courses and deep grooves litter the Tropical and Canyon routes. The more ruts and grooves that appear on the tracks, the trickier it becomes to find the best line.

As you'd hope from a driving game, there's also a range of online gameplay options, including WiFi, Gamesharing and online racing. What's not currently clear is whether or not you'll be able to upload your Time Attack ghost laps,

but we sincerely hope that's an option in the final version.

We've been lucky enough to have a preview copy of the game in our possession for a few weeks now and are pleased to report that everything's looking very good for *Sega Rally*. The

graphics are colourful and gorgeously detailed, the car handling is almost spot-on and there's not a hint of slowdown in the track updating.

Sega Rally hits the shelves on 28 September and we'll have a full review for you next month. ●

TYRE TRACKS

Three of Sega Rally's environments explained



Alpine

Tropical

Canyon

Alpine

Winding through the mountain pass, the Alpine tracks feature wonderfully long and gentle corners to slide around, terrifying 90-degree turns and the occasional spot of dry Tarmac to power down. A particularly nice touch is the way that the snow is removed from the corners when more and more tyre tracks appear as you and the rest of the pack powerslide around them.

Publisher: Sega
Developer: Bugbear Entertainment
Heritage: FlatOut
Link: www.segarally.com
ETA: 28th September

There's plenty of track-side detail, not that you'll have the time to stop and look at the view



PSP

HGZine
SEGA RALLY

HOW COMPLETE?

80%

FIRST IMPRESSIONS

90%

A perfect update of a solid-gold classic?



360Zine Issue 10 Out Now

★★★
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DS

Drawn To Life

Drawing inspiration on your DS

The success of the Nintendo DS has obviously got a considerable amount to do with the generally high standard of games that have been released for it, but there's also no denying that its enormous popularity has something to do with the touchscreen interactivity and the unique and hugely playable titles that this had brought with it.

Which brings us neatly to *Drawn to Life*. Initially, you might think that this game was a fairly standard role-playing game with arcade-style platform sections, and (initially anyway) you'd be right to think that. Nothing new there then. And the storyline isn't going to tie you in mental knots with its intricate plot threads, stunningly original twists and bloated character development.

Well, it wouldn't be a platformer with an underwater level

"Whenever a part of the game calls on you to use a new item you get the option to draw it"

But it's fair to say that what it does, it does very well.

Where *Drawn to Life* suddenly becomes lifted from the normal and into the realms of the deeply satisfying and worryingly compelling is the incredibly deep level of interaction you have with the game. You see, in this case the clue really is in the title...

Quick on the draw

You start the game by literally drawing your character. You can pick one of a number of original templates or you can simply start from scratch. The drawing tools are basic but rightly so, as it means that you can create something half-decent in a matter of minutes. You just make sure that you draw inside the game's rough guidelines and it handles everything else for you – including animation, too.

But your drawing skills will be needed further, as weapons, platforms, add-ons (including wings) and vehicles all have to be drawn before you can use them. Whenever a part of the

Here's one we made earlier...
You create the graphics, while the game deals with the animation

Altogether now...
"We all live in a yellow submarine"

game calls on you to use a new item you get the option to draw it – and you can even trade your drawings at a later date with other DS users.

With 16 levels, four worlds and loads of mini-games to battle through, *Drawn to Life* is much more than a novelty act. The ability to draw in-game objects only enhances *Drawn to Life*'s appeal rather than it being used as a substitute for deeper gameplay.

Dean Mortlock

A BIT SKETCHY

How to create a virtual masterpiece



Fine detail

One made earlier

Now with wings

Fine detail

You can zoom right into your drawing to add some fine detail or a pattern on its clothes. The drawing palette gives you plenty of colour options and lets you easily delete any unwanted bits. Just click on the button you want and draw away on the screen with the stylus – it's so easy to do.

HGZine
Verdict

A great game that comes with a great original feature, too

DS

- Draw your own characters
- Solid gameplay
- Plenty of challenges

8

Drawn to Life™

"Drawn to Life is all about creating drawn content with a purpose"

Who better to explain *Drawn to Life* than the Creative Director of the game's developers, Jeremiah Slaczká...

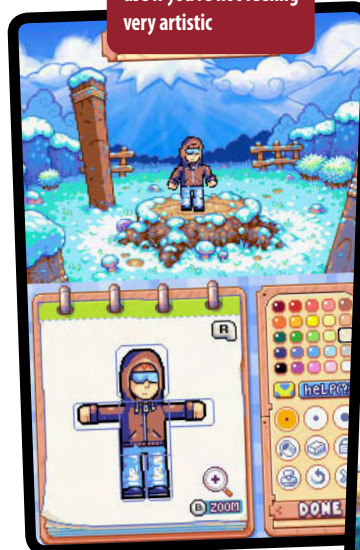
Can you quickly explain what *Drawn to Life* is all about?

Drawn to Life is all about you, the user, creating drawn content with a purpose. You play as the Creator, who has returned to save a dying village from the shadow-like darkness that has taken over. The items you draw include the main character for the game, gameplay objects during the levels, and parts of the Village.

But what if you're not a natural artist?

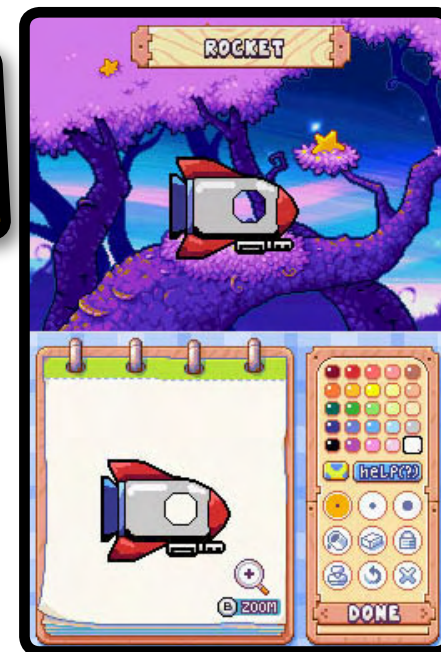
There's no reason to worry, as there are various tools available to help aspiring artists create great-looking characters. The pre-drawn character guides allow

There are templates to use if you're not feeling very artistic



There's a good mixture of arcade levels and RPG-style gameplay

As you can see, we slept through our GCSE art class



How much of the game's graphics can you customise?

The game can save more than 75 drawn objects per profile, including three different heroes with two profiles, so more than 150 total drawn objects per game card. Since everything saves, you can always then go back and edit your drawings.

Is it possible to create your own levels in the game?

Not levels specifically, but you do create plenty of content for the levels, including platforms, game mechanics or vehicles. While you can't create your own levels, you're definitely leaving your mark on each level by creating the different elements that aide gameplay. ●

the user to trace different templates in order to create a custom character. The robust drawing tool also offers per-pixel editing, so players can gradually create something detailed and unique by zooming in.

Aside from this, half the fun of *Drawn to Life* is seeing your drawing, however artistically 'challenged' it may be, come to life! We offer the tools to help users draw something great, but know that some of the most interesting experiences will come

from players who aren't artists as such but will still get a kick out of seeing their creation running and jumping around the world.

Is it also possible to share your creations with other *Drawn to Life* gamers?

Yes, you can trade locally with other DS users that own a copy of *Drawn to Life*. You're able to swap all of your drawn heroes, the hero accessories and all of the user-created village objects.



DS

Donkey Kong: Jungle Climber

Publisher: Nintendo
Developer: Paon Corporation
Heritage: Donkey Kong: King of Swing (GBA)
Link: www.nintendo-europe.com
ETA: 12th October

Nintendo's banana drama is monkey magic!

One of the DS's strengths – and simultaneously one of its key weaknesses – is its touchscreen. Often developers feel forced to use it, even if their game is unsuited to the DS's unique interface. Fortunately, Paon have followed up their underrated GBA platform-puzzler with a game that pretty much ignores the touchscreen

for the most part, with the vast majority of the game's moves performed by just two buttons – the L and R shoulder ones.

It sounds like a strange concept, and indeed those who didn't play *King of Swing* on the Advance may struggle with the controls initially. Describing them makes it sound like simplicity itself – hold the L button to

grab with DK's left hand and rotate him in that direction, or R to swing him the other way. Pressing both charges up a jump attack (assuming Kong can grab two adjacent pegs), while pressing A can boost the attack further.

The touchscreen only comes into play when you've got enough crystals, whereupon a nudge with your thumb activates a power-up allowing you to fly for a limited time – which is useful for getting out of those tough scrapes when you're about to fall.

Despite their simplicity, it's the unfamiliarity of the levels' progress coupled with the fiendish design that will test lesser gamers. *Jungle Climber's* levels span several screens, and unlike most platformers you'll be travelling vertically rather than horizontally. The first few stages

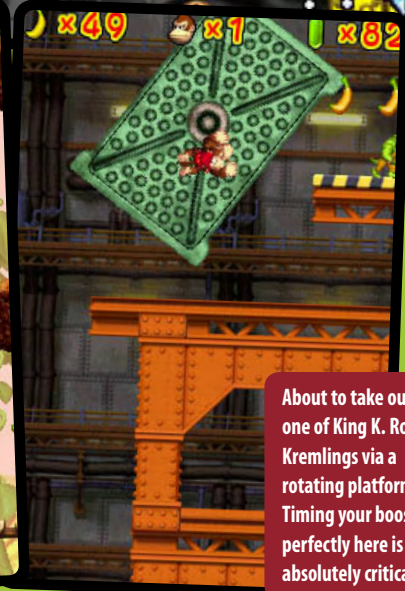
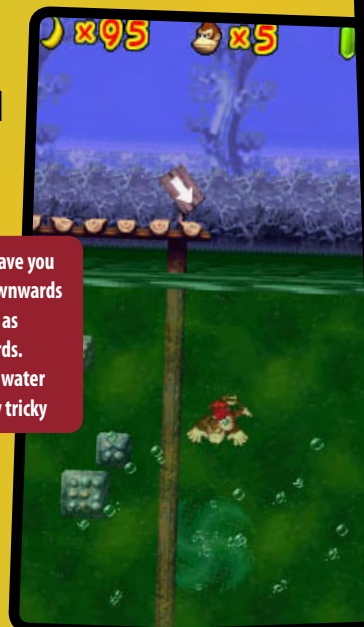
"Jungle Climber's levels span several screens"

Later levels have you travelling downwards and sideways as well as upwards. Movement in water is particularly tricky

Bosses tend to require just three hits before they fall, but that's far tougher than it sounds...

The graphical style is very reminiscent of SNES classic *Donkey Kong Country* in places

About to take out one of King K. Rool's Kremlings via a rotating platform. Timing your boosts perfectly here is absolutely critical



Not an awful lot of monkey business going on in this shot

Environments may be a little on the generic side, but the way they're set out is old-school Nintendo design at its best

See what we mean about those tricky later levels? You'll need to be extremely nimble of finger by this point to avoid any harm

"Each of the game's stages has secrets squirreled away to find"

Giant bananas shedding smaller bananas? It's the stuff of Freudian nightmares...

A platformer, from Nintendo? Never.

> Donkey Kong continued

have simple layouts which get you accustomed to the unusual controls, but from then on, the game piles on the tricks, with enemies to manoeuvre around and falling platforms, to name but two obstacles. Then you'll get levers, cranks, rotating balls and bendy flowers that hurl you huge distances. All the while you'll be collecting as many bananas as possible – 100 of the yellow fruit will get you an extra life, and you'll be needing a great many of those as you near the end.

Secret squirrel

Each of the game's stages has secrets squirreled away to find, like coins, a special DK icon and an oil barrel. So in the unlikely event you're finding the levels too easy, there's plenty of replay value in trying to complete each stage

with a full roster of items. Wandering off the beaten track is encouraged, with many of the game's power-ups and large bunches of bananas hidden from plain sight – most require clever manipulation of the environment to locate, particularly in the sprawling later stages. There's also a series of challenges, presented by DK's lady friend Candy Kong, who might ask you to reach the top of a stage within a strict time limit, or to grab as many falling bananas in your hairy ape mitts as possible.

Paon's sequel to *King of Swing* finally realises the original's potential. It's almost the same game, but improved in every conceivable way, particularly visually. With some entertaining multiplayer mini-games to round off the package, it's terrific value for money, and ideal for DS owners looking for something a little different. ●

Dean Mortlock

HGZine Verdict *Very ape, and also very nice, too. A very classy platformer*

DS

- Plenty to see and do
- Enjoyable, addictive gameplay
- As difficult as the original

8

DS PSP

Worms Open Warfare 2

Worming back for the sequel...

Publisher: THQ
Developer: Team 17
Heritage: Worms
Forts Under Siege,
Lemmings (PSP)
Link: www.worms
openwarfare2.com
OUT NOW

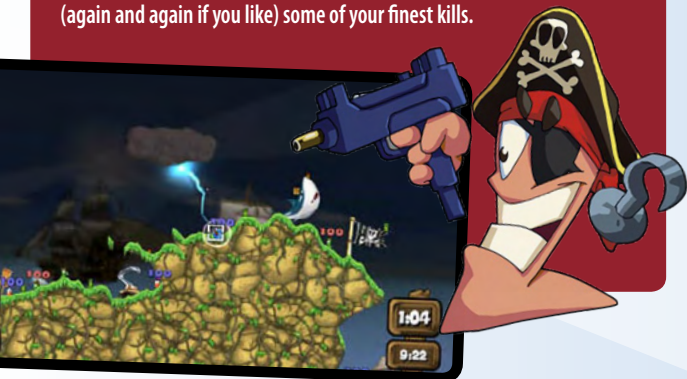
The simplest ideas are often the best. And you don't get much simpler than a worm. Over the years though, Team 17 have elevated these unassuming, wriggling spade-dodgers agile, war-crazed, bazooka-packing, jeering little beasties, intent on blowing one another into early graves more imaginatively than Eli Roth.

"The feel of the game is classic Worms – brutal, explosive and unforgiving"

PILE-DRIVING ON PSP

What's only on PSP...

There's no escaping it – *Worms* looks prettier on the PSP widescreen. There are also a few extra online options on PSP, namely being able to upload your map and flag creations and custom schemes. There's also a new single-player Time Attack mode where you must navigate a lone worm across a map (using limited utilities) in the quickest time you can. Finally, there's an excellent replay mode where you can stop and replay (again and again if you like) some of your finest kills.



Last year saw *Worms'* debut on the DS and PSP, and it was an enjoyable, if slightly average, attempt. The turn-based strategic team-battler with its short addictive rounds was always going to suit the handhelds, especially for multiplayer bouts, but it didn't do anything new.

It's war!

Now it's all change, as you're hard-pushed to find something in *Open Warfare 2* which hasn't been improved upon. The single-player campaign is still traditional *Worms*, dropping opposing worm armies onto a randomised landscape and letting them battle it out for supremacy. Each side has minute-long turns to wreak as much damage on their opponents as possible, using an arsenal of dynamite, uzis, shotguns, grenades and more.

Creating custom battles is probably as addictive as the game itself, and you can now create them from scratch. Your worm teams are customisable too,



so not only can you change their names, but also their voices, team flag and even gravestones.

While the single-player mode offers lots of options – including a new Puzzle mode in which you must complete an objective using limited supplies – multiplayer is really the standout mode. The numerous link-up and wi-fi options, Rope Race, Fort Defender and leaderboards are exactly what the previous *Open Warfare* lacked.

On both the DS and PSP there's enough turn-based warmongering to keep you plotting for months. The feel of the game is classic *Worms* – brutal, explosive and unforgiving. It's quick to pick up though, and also one of the best, most comprehensive, as well as fun, multiplayer games you can get for your handheld. ●

Kath Brice

DESTRUCTION ON DS

The DS exclusive stuff...

A new single-player Laboratory mode makes full use of all the DS's special features. Made up of three different mini-games, you traverse levels by blowing into the mic to guide your parachuting worm and use the stylus to draw a safe path through explosions.

The top DS screen can also be switched between displaying more of the battleground or a wide view of the entire thing. The touchscreen controls don't add much to the gameplay but they're great for designing flags and landscapes, as you just draw them with the stylus.



WIN!
Click here
to win a copy of
Worms Open Warfare 2

HGZine
Verdict

It's classic *Worms*, but now with more options than ever before

DS



Loads of options

PSP



Plenty of humour



Some rather long loading times

8

PSP

Alien Syndrome

Sega raid their back catalogue and come up with this space action-RPG that was probably better best forgotten

It's important that we point out that *Alien Syndrome* is a remake of a very old Sega game because it explains the overly simple premise (lone space warrior battles aliens) and it explains the simple gameplay (it's a top-down shooter). What it can't account for is why such a simple and direct game feels like such hard work, as *Alien Syndrome* is more irritating than entertaining.

What a trooper

Initially there is some promise, as our Aileen – a heroic Earth Command Trooper – touches down on an alien-infested vessel and immediately has to be dispensing the lead in order to survive. Backing up the blasting is a

competent and conventional RPG structure that rewards you with experience points to develop both the character's abilities and her weaponry, and to be fair it all works together well.

The problem is that it fails to develop as the game continues. What should happen is that you gain momentum by harnessing new powers and destroying more powerful intergalactic terrors. What happens instead is you spend most of your time scrapping pieces of armour you don't need any more. It's the gaming equivalent of being sent to tidy your room and just becomes more annoying, as Aileen has a weight limit to what she can carry so you're constantly having to spring-clean your

The weapons have laser sights to give you some idea in which direction you're blasting

inventory just so that you can pick up a stray medipack.

As soon as these irritations arise, the limitations of the game snap sharply into focus, so what was simple and fun becomes downright dull. Not even getting to grips with a new laser rifle raises interest, as you'll only be using it on poorly animated monsters that only threaten because of their sheer number and not what they're capable of.

The basics are here for an intriguing game, as the action-RPG genre suits the PSP perfectly, but this is a game that makes no effort to remain fresh so soon starts to stink the place out.

Dave Harrison

The flame thrower is effective but it takes time to put enemies down. Allow time for them to cook

"As soon as the irritations arise, the limitations of the game snap sharply into focus"

The weapons are great, but the action never progresses above pedestrian

COME ON AILEEN

Taking the metal mickey

Aileen isn't alone on her adventure, as she has her loyal robot companion floating around her at all times. The robot's role is mainly to help with upgrading, as it can take resources and time to craft them into new weapons, upgrades and medikits. However, if positioned correctly it can also deflect shots from enemies.



HGZine
Verdict

Has a promising start but soon gets caught up with RPG formalities

PSP



Accessible



Initially simple and direct



Graphics are poor

6



DS

Dynasty Warriors DS: Fighter's Battle

Publisher: Koei
Developer: Koei
Heritage: Dynasty Warriors: Vol 2 (PSP), Dynasty Warriors Advance (GBA)
Link: www.koei.co.uk
OUT NOW

The family misfortunes get crammed into the DS

Dynasty Warriors is huge in Japan, but its feudal face-offs have never been popular in Europe. It's never stopped Koei releasing a slew of them across a range of formats though – all featuring similar hacking and slashing up of huge armies.

But at last we have a *Dynasty Warriors* game that does something a

bit differently. There's not only a card collecting aspect to this game, but it's also not just a hunt-down-the-army-leader-then-kill-him prospect. There are bases to find and capture, and it's a race to defeat them all before your AI opponent does the same to yours.

Dungeons and doldrums

Each area's map looks similar to one you'd find in a *Zelda* dungeon. It's also (possibly deliberately) hard to follow and exits aren't easily found. In many areas, gates and bridges don't appear until you've killed the quota of enemies shown in the top right of the screen. This is easily done though, as enemy soldiers attack like extras in a zombie film – bunching together and walking straight into you. Sometimes they fire off arrows, but they're nothing a quick block and a special move doesn't solve.

Killing them quickly enough to race to all your enemies' bases before they conquer yours is where the challenge lies. Once you reach a base, a head honcho stands between you and

"Each area's map looks similar to one you'd find in a *Zelda* dungeon"

gaining it. Mini boss battles are dull though, as if you store up enough power in your Musou meter, you just unleash your super attack to knock 'em flat with one button press.

Still, the race aspect would be an addictive dangling carrot if it wasn't cheapened by the random feel of the challenge. Your AI opponent feels like it's cheating too often – sometimes you won't be any better off after a perfect start than if you'd got completely lost, because if you're doing well, a lost fight will put you miles back as punishment.

Not having that to contend with in multiplayer makes a two-player skirmish more fun, and you can fight through the one-player game cooperatively too. But, overall, *Fighter's Battle* lacks in the fighting department and the special abilities are weak, making the game feel disappointing. ●

Kath Brice

Opposing armies carry different weaponry from level to level. Some barely put up a fight, while others deluge you with flying arrows

Each level is played over a different area of the map

You can collect gold discs which are scattered randomly or can be picked up from fallen enemies. Once you have enough, you'll be rewarded a random item to use in battle

SOLID METAL GEARS

Pick a card... any card

At the start of the game you pick a character from four possible choices, and each one has their own unique strengths and powers. You can also man each of your bases with a member of your army – these are selected from the cards you've collected throughout the game so far.

The cards themselves aren't particularly satisfying to collect, as many just use the same artwork and just some different stats.



HGZine
Verdict

A decent concept, but there's little depth, just cheating AI

DS



Fun, bite-sized challenges



Too short



Lacks satisfying combat

6



PSP

Crazy Taxi: Fare Wars

Fare fleeing and city smashing... are you ready? Here we go!

Everyone's had a crazy taxi ride at some point. A time when you've almost got a face-full of traffic, or the rambling life-story of the cabbie when all you've wanted is to sit quietly and send a text message.

If you've ever played *Crazy Taxi* though, you'll know that being the cab driver is a lot more enjoyable than being the passenger. The game, which scores you on pulling drifts, skimming lorries and dropping your fares off at the right destination, is fondly remembered by anyone who played it in the arcades or on Dreamcast or PS2.

The cabs in *Crazy Taxi* scarcely feel like they're on wheels, as the controls are so loose. It's like driving Fred Flintstone's 'Flintmobile' and being able to turn the car 180-degrees on the spot

by picking it up. As easy as it is to get around though, there is hidden depth to the game, too. Extra tips are earned from your passengers by driving them in a 'crazy' way – getting air off bumps and drifting round corners. The constantly ticking clock needs to be regularly topped up with new fares, and these have to be chosen carefully – take on a long trip with an almost-empty clock and it'll be game over.

Mad for it

There are a multitude of ways to play the game. The PSP includes both the original *Crazy Taxi* game and *Crazy Taxi 2*, so there are the classic arcade games, plus a selection of mini driving challenges (involving the likes of popping balloons and driving across



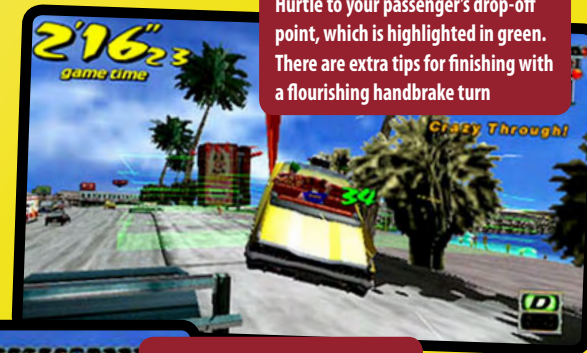
"It's not perfect, but it is still one adrenaline-charged drive"

perilously narrow ravines) and new multiplayer modes as well.

Despite all these options, *Crazy Taxi* still feels quite limited, possibly because we're less used to the sort of repetitive, score-breaking arcade gameplay it offers. The pop-up it always suffered from is still here in abundance too – floor it down a street and the disc struggles to load the city in time.

It's not perfect, but it is still one adrenaline-charged drive. If you missed out on either (or both, for that matter) *Crazy Taxi* games first time round then this is a pocket-sized rollercoaster ride not to be passed up. ●

Kath Brice



Hurtle to your passenger's drop-off point, which is highlighted in green. There are extra tips for finishing with a flourishing handbrake turn

As well as watching out for traffic, there are trams and trains to avoid when taking sneaky shortcuts across the lines



Don't ask why, but your passengers like nothing more than getting big air on the San Francisco-like hills in *Crazy Taxi*

CAB ON CAB

Competing for custom

There's all-new multiplayer for PSP, using either two consoles or just passing the one back and forth. Time Trial gives you a limited time to score more points than your opponent, or there's C-R-A-Z-Y, where you takes turns trying to better individual fare runs.

Finally, with two PSPs, you can both compete on the same map for fares. It's not quite *GTA*, but it does make the classic game a lot more competitive.



HGZine
Verdict

Fast, arcade fun, now with added multiplayer as well

PSP



Play your own tunes in-game



Two games for the price of one



Slow loading times and pop-up

7



DS

Dragon Ball Z: Goku Densetsu

Put down your nunchucks and pick up your cards – fighting has never been so tactical

Card games have come a long way since Snap. Here, the only snap you're likely to hear is the sound of your opponent's neck after you throw down a deadly card that allows you to unleash a torrent of fireballs in his direction.

But before you start throwing fireballs, you'll have to learn how to play the game and, like all card-battling games, that takes time. Thankfully, to help you on your way is a lengthy

tutorial which, although something of a drag, is essential to understand the game.

Choose your path

The game is set on a map-like screen and you have to choose the path you wish to tread. But this is no stroll down lovers' lane, because each path is littered with enemies, and each time you come across one you have to do battle by playing one of your five cards to beat them to a pulp.

There are eight different types of card and each one will perform a different attacking or defensive task. Once you've played a card and your opponent has played his, the two characters will perform a fight scene. But although these are graphically slick and fun to watch the first few times, after a while you can't help but wish you were controlling the fighting, rather than playing a card and then watching a fight scene. Another downer is the fact that you can't build your own personal deck, which takes away some of the sense of achievement you can get with building an all-conquering deck.

"There are eight different cards and each one performs a different task"

It's not an easy game to play, but there is a detailed tutorial to help you

Pick a suitable card and watch as your chosen character does virtual battle

How does a snake play cards... it doesn't have hands to pick them up?

Hmm, wizened old battler versus Buddhist monk... this will be a fight worth watching

HGZine
Verdict

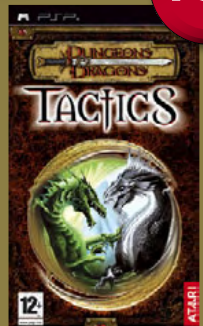
An acquired taste, but once you master it there's loads of fun here

DS

- Plenty of depth
- Decent multiplayer mode
- No deck building

7

PSP



Dungeons & Dragons: Tactics

Tactical goblin-slaying for the high of class only

D&D *Tactics* has been made for a certain type of gamer. And here's a clue if you're unsure if that's you. If *Loco Roco* is your favourite game on PSP and the only dice-based board game you've ever played involved buying up bits of London and not consulting a Bible-thick rule book after every throw, then it's not for you.

This is hardcore

Tactics is an RPG that's unashamedly hardcore. Even with the tutorials and option of randomly generating characters and assigning stats, there are still pages upon pages of character information that regularly have to be

Items can be scrolled through by selecting the appropriate menu. You can equip new weapons mid-battle, but it costs you a turn

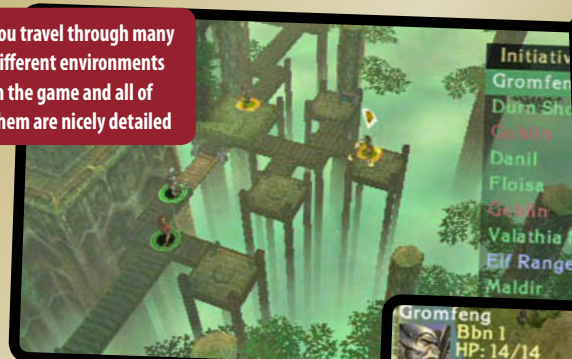


consulted. Not just for your own character, but for every member of your party at practically every stage of the game. You might remember picking up a shield half-an-hour ago, but you'll need to look through every character's inventory to find it.

Patience is certainly required for party management, but combat is dealt with seamlessly, with menus then sub-menus. You simply highlight your current character and then scroll through the various options. There's far more complexity and depth than you might expect, with defence moves, magic spells, ranged and melee attacks and Full or Normal attacks, and it only gets more involved as you progress and level up each of your characters. Enemies begin as simple goblins slayed with sword slashes, but as you advance your skills you encounter a range of werewolves, trolls and (yes!) dragons.

Levelling up is going to be what draws many players in, and with seven races, 13 classes and a plethora of skills and feats to earn and assign, there's no shortage of character progression. This

You travel through many different environments in the game and all of them are nicely detailed



"Dungeons & Dragons Tactics is an RPG that's unashamedly hardcore"



The Initiative List in the top right shows the next character to take their turn. On the left is their remaining health

The dialogue and plot aren't very complex, so you don't get a sense of embarking on a massive quest

PARTY POWER

Link up and slay some dragons

Dungeons can be tackled in single player, and also in the Ad-Hoc multiplayer with a party of four. There's no specific multiplayer campaign mode, but you can play through the single-player campaign cooperatively. Or just take on their character in a deathmatch.



depth goes some way to making up for the game's shortcomings, most notably a flimsy storyline and weak dialogue.

For the most part, *D&D Tactics* has textbook gameplay – quite literally lifted from a text book. Its hardcore nature will divide gamers but then it hasn't been made for the stat-shy. Buy, and prepare to lose hours of your life.

Kath Brice

HGZine
Verdict

Pages of stats that'll either put you in orc heaven or hell

PSP



Reams of characters



An epic adventure



Poor plotline and interface

7



SPECIAL REPORT

Go! Go! Gadget PSP

The PSP is set to become a mobile communications device, video player and route finder, thanks to a trio of new Go! branded products from Sony

As if turning its prized handheld console into a hotbed of video and photo multimedia trickery with the Go!Cam wasn't enough, Sony has now announced a trio of PSP products and services under the excessively exclamatory Go! Umbrella,

each bestowing the wonder console with even broader lifestyle appeal.

Unveiled at the Leipzig Games Convention in August and due for launch in early 2008, the Go!Messenger, Go!Explore and the Go!Video Download Service will give PSP gamers the opportunity to communicate directly with millions of other PSP users, use GPS technology for in-car and in-city navigation, and even gain access to a powerful and comprehensive new video-on-demand device.

Without doubt, it's the opportunity to turn their PC into a particularly cool digital TV system that really impresses.

"This really will make PSP the standout all-in-one portable gaming, video and music device", reckons David Reeves, President of Sony Computer Entertainment Europe.

The aim is to offer a huge selection of content when the service launches

"This really will make PSP the standout all-in-one portable gaming, video and music device"

early next year, with movies, entertainment, music, cartoons, and sports events all available for purchase. There will also be the option to either download directly to the PSP via Wi-Fi or simply transfer pre-downloaded programmes from a PC.

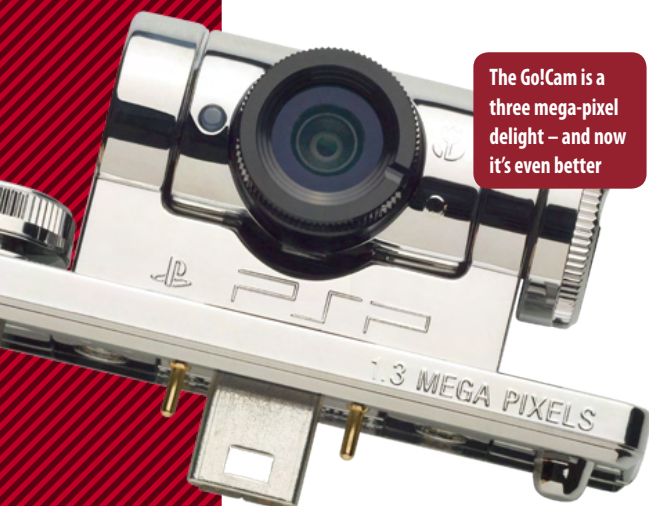
The Go! team

Don't go underestimating the other two Go! Products, though. That the free-to-use Go!Messenger will make it possible to send texts and instant messages is pretty slick in itself, but

Sony has gone one (or rather two) steps further. Add a headset to it and you've got voice chat and audio messaging. Combine Go!Messenger with Go!Cam and you'll have yourself a fully fledged wireless video communication device.

And then there's Go!Explore. Using a games console as a sat nav may sound a little bizarre, but rest assured this is tried and test technology – Japanese PSP owners have been able to use the console for route-finding for some time now. Packed with European data and designed for use both in the car and on foot too, Go!Explore will make it possible to plan routes using turn-by-turn based direction information, explore 3D city maps and even check >

Never get lost again, with Go!Explore on the PSP – although we don't recommend walking down the middle of any road... for obvious reasons



Ready? Get set, Go!

Three new add-ons for the PSP? Oh yes, and here's everything you need to know...

Go!Explore

Created in collaboration with mapping and navigation experts Tele Atlas, Go!Explore will turn the PSP into a state-of-the-art satellite navigation system. For use in-car or out on the streets, it will offer turn-by-turn route finding using zoomable digital maps for the UK and fifteen other European countries. 3D city maps, points of interest and 3D representations of landmarks will be included, with further maps and point-of-interest data collections then available to buy via the PlayStation network.



Go!Messenger

With home Internet phones more popular than ever, Sony is set to revolutionise the communication on the move with Go!Messenger. Created with BT, this wireless package will harness home wireless networks and Openzone Wi-Fi hotspots to give PSP users a free messaging service via an intuitive on-screen 'keyboard'. Add a headset and you've got voice chat and audio messaging. Best of all though, if you also connect the Go!Cam system then video messaging and even real-time video calls then become a reality. Can't wait.

Go!Video

Sony has teamed up with British Sky Broadcasting to create a digital video download system unlike any other. The Go!Video Download Service will make it possible to watch TV and movies on the move, with access to content from anywhere in Europe. Purchasing movies and shows either via wireless or from an Internet-enabled PC, each PSP owner will create their very own personalised video library to watch at their leisure.



> feature continued

out points of interest and 3D representations of key landmarks.

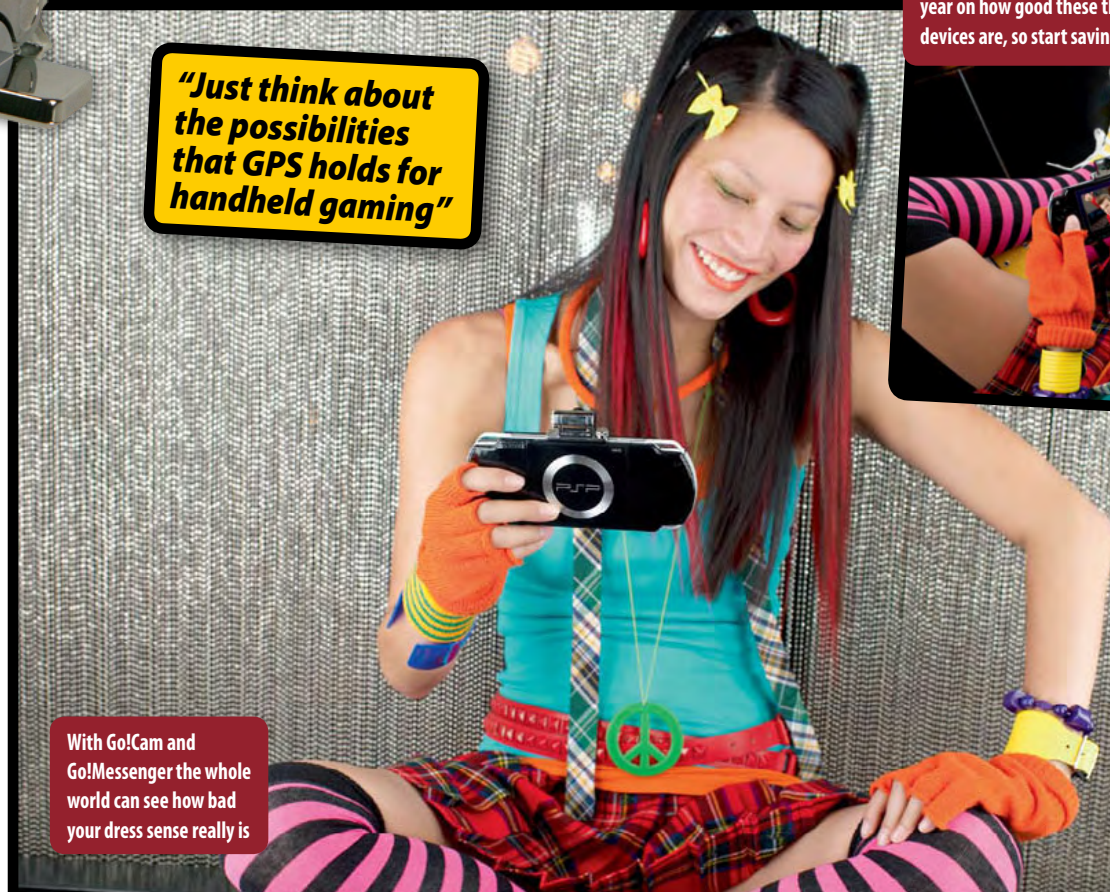
Pretty clever stuff, but it's the potential that Wi-Fi chat and global satellite positioning technologies holds for future gaming that's most exciting. Sony is keeping mum about future plans, but we wouldn't be surprised to see a range of PSP games featuring video or audio communication between players later next year. And just think of the

possibilities GPS holds for handheld gaming. Imagine an adventure game where you're playing against other people around the world on a map that reflects your actual location. Or how about a bullet-strewn actionfest where the levels you play are determined by the street, town and country you're currently in!

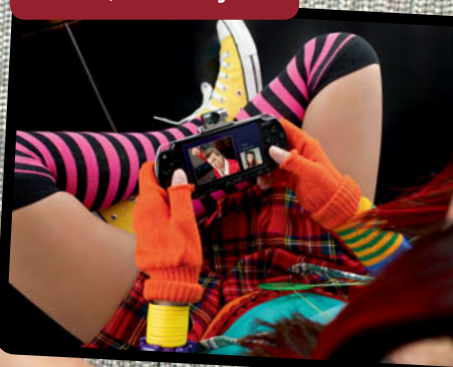
One thing's for sure, come 2008 that once-perfect PlayStation Portable moniker just isn't going to do justice to a handheld system with such a wealth of possibilities. ●

"Just think about the possibilities that GPS holds for handheld gaming"

With Go!Cam and Go!Messenger the whole world can see how bad your dress sense really is



We'll have a full report in the new year on how good these three devices are, so start saving now



MOBILE REVIEWS

All the latest from the world of mobile phone gaming



Petter Solberg Rally Mobile

Publisher: HooHa

Translating the crunching dynamism of rally in mobile handsets is a tough job but this latest effort by HooHa is one of the best. With stages from Norway to Mexico, rumble feedback and changeable weather, it's riveting stuff. You can even customise the cars to shave seconds off lap times, which is perfect for the great online time trial modes.

- Great environments
- Responsive vehicles
- Superb online mode

A superb rally simulation

8

Critter Crunch

Publisher: Disney Mobile

Critter Crunch is a simple concept but one cascading with possibilities. You control Biggs, a rotund jungle inhabitant who finds his home invaded by strange creatures.

The idea is to eat up the fiends then spit them out, but these creatures digest anything coming their way and explode, taking out several others depending on the type and hue. It's infused with addictive challenges and is simply one of the best mobile games around.



- Cute characters
- Spellbinding music
- Addictive challenges

Bursting with portable pleasure

9



Leisure Suit Larry: Love for Sail

Publisher: Vivendi Games Mobile

In case you don't know, Larry Laffer is a chauvinistic 40-something playboy and was the star of a series of adventure games popular in the 80s. Unfortunately his recent return to the marketplace seems about as appropriate as a Gary Glitter comeback tour.

The jokes are flat, the plot thin and the adventuring consists of moving objects from one character to another. Roy Chubby Brown fans might raise a chuckle or two but ultimately this is dated, turgid and really best avoided.

- Decent visuals
- Terrible jokes
- Boring adventuring

Best left in the 80s

4

Burnout

Publisher: EA Mobile

As you might expect, Burnout on a mobile doesn't try to mimic the console iterations too closely, and is all the better for it. What you get instead is a top-down perspective with mission types focussing on just one other opponent. These missions see you dominating a given area, surviving multiple impacts, slamming into as much traffic as possible or simply taking out your rival.

It's all beautifully realised, fast as a coot on fire and contains the series' trademark energy. An essential purchase.



- Speedy
- Stunning looking
- Explosive energy

Adrenaline-soaked mayhem

9



RECOMMENDED
Four mobile games you must own

Brick Breaker Revolution

(Digital Chocolate)

Superior bat and ball action energised with glorious trance beats.

Smash the Mole

(The Mighty Troglodytes)

The classic amusement game reborn.

Guitar Legend

(Gameloft)

You'll need deft fingers for this rhythmic gem.

Rollercoaster

Rush 3D (Digital Chocolate)

Stunningly designed and executed rollercoaster mayhem.



The Bourne Ultimatum

Publisher: Vivendi Games Mobile

With the movie getting great reviews we were hoping that this mobile game tie-in might just contain the same energy, detail and exciting stunts. Sadly, we were very wrong indeed.

This effort to bring Jason Bourne's espionage fisticuffs to mobile handsets feels rushed and poorly planned. It consists of awful fights with dumb enemies and a few motorbike levels that are basic and fiddly. The visuals are mediocre, the collision detection inconsistent and the plot is delivered with all the panache of a speaking clock. Ultimately rubbish.

- Repetitive levels
- Fiddly controls
- Tedious combat

A bit of a stillborn

4



THQ

WORMS 2

OPEN WARFARE 2

WIN WITH WORMS!

Games and a DS up for grabs!

We liked *Worms* very much and gave it a very respectable 8 out of 10 in our review on page 34. We're pretty sure that you'll like it too, and if you enter our top competition then you stand a chance of getting a copy of it for free, as thanks to THQ we've got five copies of the game to give away plus a Nintendo DS for one lucky winner!

How to enter
Work out the answer to the painfully simple

question below and email it to HGzine@gamerzines.com, putting 'Worms competition' in the subject line (or click below) and also your name and address and what format you want the game on (DS or PSP).

The full title of the new *Worms* game is...

- a) *Worms: Open Warfare 2*
- b) *Worms: Open Wound 2*
- c) *Worms: Open Sesame 2*

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> Inbox

Your questions answered and your fears put to rest, courtesy of HGZine!

READER FEEDBACK!
Click here to send us a letter now!

MY STUPID CAT knocked my DS off a windowsill and now the corner of the case has cracked off and the colour's gone funny on the top screen. Is there anything I can do to repair it or should I just lob it and buy a new one?

Stevie Smith, Sheffield

>> It depends somewhat on how old the machine is. If it was on its last legs anyway, then it might be worth buying a new one. On the other hand, if it's a fairly new DS or DS Lite then it's certainly worth getting it repaired.

Start off by contacting a reputable repair company (like

www.consolesandgadgets.co.uk, for example) and explain the problem. They should then be able to give you an accurate quote on how much the work will cost.

LOVE THE MAG. It sounds to me like you guys have the perfect jobs. How does someone get a job like yours? I'm only 13 but would love to play games for a living when I leave school.

Lucas Marcsson, Liverpool

>> Games journalism (or 'playing games for a living' as our partners refer to it) is a noble profession and almost as much fun as it sounds. Thankfully, with the rise of the Internet and the many gaming websites now out there, getting experience is much easier.

One good idea is to contact as many of your favourite game sites as you can and offer to write reviews for them. You won't get paid but you should get free games and valuable experience – and a good editor should give you feedback on your writing, too.

I'VE NOTICED THAT there aren't quite as many games being announced for PSP any more. Does this mean that the PSP is dead and Sony are working on the next one? If so, do you know when it's coming out? Oh, and great mag too.

Mikey, via email

>> There isn't much officially announced for next year, but that'll all change over the next few months – remember that the new year is a quiet time for the games



There are plenty of fine racing games coming out for the PSP soon, but one of our favourites has to be *Sega Rally*

companies, so nobody releases much until April/May.

There are some cracking games coming out in the next few months though, including *Silent Hill*, *Sega Rally* and *Syphon Filter* for starters.

WHY DOESN'T ROCKSTAR do a PSP version of *GTA: San Andreas*? It was my favourite game on the PS2 and they've done the other two. Can you have a word with them please?

Luke Bass, via email

>> Rockstar would if they could, but it would appear that the technical demands of a game like *San Andreas* is too much for the PSP.

GTA: San Andreas: A great game, but too technically demanding for the PSP? Apparently so



GAME MATTERS

Your thoughts on the games you really want to play...

I READ SOMETHING RECENTLY that said that Sonic and Mario are going to be in a game together. Is this true or am I imagining it?

Harry Brent, via email

>> No, it's not a figment of your imagination and yes, Sonic and Mario really are going to appear in a game together. It's called *Mario & Sonic at the Olympic Games* and we'll have a preview of it in the next issue.

I LOVE FIRST-PERSON SHOOTERS and I can't decide between *Call of Duty* and *Medal of Honor* on the PSP. Which do you recommend?

Gary Meadows, via email

>> To be honest, there's not a lot to separate them. First-person shooters aren't ideally suited to the single analogue stick of the PSP. In our opinion though, *Call of Duty* just pips it.

I SAW A COPY of *Spectrobes* for the DS in my local game store and it was really cheap – is it worth getting or not?

John Stevens, Bristol

>> You don't say how cheap it was John, but we gave it 2 out of 5 in issue 2, calling it a 'poor *Pokemon* clone'.

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Issue 9

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Oct 11

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now!



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PULSE**

**PURSUIT
FORCE 2**

JUICED 2

**NEED FOR
SPEED
PROSTREET**

**SEGA
RALLY**

REVIEWS

FIFA 08

Sonic Rush Adventure

SOCOM Tactical Strike

Syphon Filter: Logan's Shadow

Glory Days 2

PREVIEWS

The Simpsons

Sonic & Mario at the

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Cranberry Publishing Limited

www.cranberrypublishing.com

Publishing Director: Dave Taylor

Email: dave.taylor@cranberrypublishing.com

Editorial Director: Dan Hutchinson

Email: dan.hutchinson@cranberrypublishing.com

Commercial Director: Duncan Ferguson

Email: duncan.ferguson@cranberrypublishing.com

Telephone: 07770 648500

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Editor: Dean Mortlock

Design: InkCap Design

Contributors: Kath Brice, Chris Schilling, Gary Cutlack,

Mark Walbank, Dave Harrison, Mark Ramshaw, Dave Perrett

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